

Sunlight Rose, sentient great scythe –

all feedback welcome

Item

Weapon (Glaive), Legendary (requires attunement by a creature of any good alignment)

Sunlight Rose is an ornately-crafted great scythe, forged from a blend of glittering metal ores. Its lengthy hilt is pure, shining silver, with brass bands interspersed along the shaft's length. At the top of its pole lies a metal cradle, forged in the shape and image of a shining golden rose. At the centre of the rose sits a silver, unblinking crystalline eye, which almost constantly swivels and tilts, as it uses it to observe its surroundings. Finally, a large, glittering, curved vorpal blade extends from the side of its eye-cradle, with a thin, golden metal shell covering the dull side of the blade. *Sunlight Rose's* blade never gets dirty, and the weapon emits a trail of blood-red rose petals every time you swing.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. The weapon also functions of a *vorpal sword* for combat purposes.

Lightning Dash. As an action, *Sunlight Rose* can channel its inner power to supercharge your body, granting you a very brief period of blinding speed. While you are in this state, enemies cannot target you with attacks of opportunity. As you dash, you may run up to an enemy, strike them, and then run up to another enemy and strike them, and so on for as many weapon attacks as you are allowed for this given turn. Once this ability is used, it cannot be used again until the next dawn.

Create Cookies. During a long or short rest, you may speak a special command word inscribed into *Sunlight Rose's* hilt. Doing so will activate a simple conjuration spell, causing a big plate of chocolate-chip cookies to magically materialize on top of whatever surface is in front of you at the time. The spell does not consume any spell slots, and creates enough cookies to feed up to four people. After your short or long rest ends, the plate of cookies disappears, and cannot be summoned again until the next dawn.

Sentience. *Sunlight Rose* is a sentient neutral good weapon with an Intelligence of 14, a Wisdom of 12, and a Charisma of 14. It has hearing and darkvision out to a range of 80 feet. The weapon can speak, read, and understand Common, and can communicate with its wielder telepathically. While you are attuned to it, *Sunlight Rose* also understands every language you know.

Personality. *Sunlight Rose* possesses the soul of an energetic 15 year old girl, a young fighting prodigy from a past age who died from a crippling inflicted illness before her time. As such, the scythe is quite excitable, and is intensely curious about the world around it. In spite of the fearsome reputation attached to scythes, *Sunlight Rose* is very friendly towards its wielder, and is enthusiastic about being wielded in combat against evil creatures of any type. In fact, it is not uncommon for it to literally leap into its wielder's arms for a "hug", whether the individual is ready for it or not.

Sunlight Rose is a diehard weapons enthusiast, and wishes to explore the world in search of more magical weapons to learn more about them. It remembers that it once learned and read everything the could about some of the most famous (and infamous) artifact weapons in the world, and will start gushing about them as soon as anyone starts mentioning the name of one. It doesn't have much interest in mundane weapons however, stating that they're "too boring" for its tastes.

Sunlight Rose's desire to find more magical weapons will need to be satisfied on a weekly basis.

If the scythe goes seven days or more without discovering a new magical weapon, a conflict between it and its wielder occurs at the next sunset.